DEFENSIVE AND COMPETITIVE BIDDING	
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)	
8 HCP+, may be weaker if very unbalanced or fav vul	
New suit → forcing	
Reopening: natural 8/17	
Sometimes with 4 cards at the 1st level	
1NT OVERCALL (2 nd /4 th Live; Responses; Reopening)	
2 nd : 15 ⁺ -18 with a good stopper	
4th: 9+/13 on 1m 13+/16 on 1M	
If the opening suit is a minor, then stayman and transfer	
If the opening suit is a major, everything is transfer	\dashv
Reopening: 13+/16 HCP, may be w/o stopper	-
JUMP OVERCALLS (Style; Responses; Unusual NT)	\dashv
Weak, 0-10 NV 5-10 V	
2NT: Both weaker suits	
21(1. Dom weaker suits	
3NT: gambling 1X 3X : ask for stopper except 1C 3C	
Reopen: 2M: natural 11-14, 6 cards	
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)	
Michael's cue bids	
1M (3C) = 5M' 5D 1M(2M) : 5M' + 5C	
1m (2D) = both majors (2NT)=weaker suits (3m)=others	
1C (2C): natural	
VS. NT (vs. Strong/Weak; Reopening;PH)	
Strong: $X=5m/4M$, $2C = majors$, $2D=6+M$, $2H/S=5H/S+4m^+$	
Reopening=same	
Reopening=same	
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)	
	\dashv
(2M)X-2NT=GF	
(2M)X-2NT=GF (2M)3M = minors	
(2M)3M = minors	
(2M)3M = minors $(2M) 4m=5m+5oM$	
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C	-
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors	
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C	
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors 1C - 1D X = TO	
(2M)3M = minors (2M) 4m=5m+5oM VS. STRONG 1C (1C)X= majors, rest natural 1NT = minors	

		LEAI	DS AND SIGN.	ALS	
OPENII	NG LEA	DS STYLE	5511(15516)	122	
Lead					tner's Suit
Suit			with 4 small)		h or ATT if fit
NT		Attitude	,		h or ATT if fit
Subseq		Attitude/ 3rd	d and 5th		de/ 3rd and 5th
	rd/5th ag				X against slams/3+
		fit/against big			C
LEADS					
Lead		Vs. Suit		Vs. NT	
Ace		AK + anyth	ing	AK(xx) AKJx (att)	
King		AK KQ(xx) AKx(xx)		KQJ(xx) AKJ10(x)	
		KQJ(xx)			(xx) (ask for
				unbloc	
Queen		QJ(xx) Qx			KQ10x KQ9x
					QJx(x) QJ9x (att)
Jack		, ,	J10(xx) KJ10(xx) Jx		J108 HJ10
10		109(xx) Q10	09(xx) 10x		AQ109 1097x 10xx
9		9x		9xx E	
Hi-X		Xx xXxx Hz	хХх	xXxx Xxx Xxxxx xxxxX	
7 77		()		HXx or HxX if interested	
Lo-X		xx(xx)X HxXx HxX HxxxX		Hxx(x)X HxX/HXx	
SIGNAI	SINO	RDER OF P	RIORITY		
5101(111		r's Lead			Discarding
1	Std att		Std count		Std count
Suit 2	Std co		Suit pref		Suit pref
3	Suit pi				
1	Rev at		Suit pref		Std count
NT 2	Std co		Std count		Suit pref
3	Suit pi				
				(high ca	rd for high suit) or
count of	the dum	my's longest			
			DOUBLES		
TAIZEO	IIT DO	IIDI EC (C)	o. Dognara	Door *	n.a)
			e; Responses; l	keopeni	ng)
		g special, con			
		le after 1x (-)		ag with f	M 2v · 5M O 10
1X (A) -	. 1X (/ C	л -) 2X ; 4M	o-10 of a bit les	ss with 5	5M 3x :5M 8-10
CDECTA	IADT	TEICIAI O	COMPETITIO	/E DDI	C/DDI C
			COMPETITIV		
			nbalanced hand	1 + 3IVI)	UI 18Π ⁺
XX to pl		n overcall			
A transfe	aner a	ii overcan			

CATEGORY: Green **NCBO:** France PLAYERS: BELLICAUD Luc GUICHET Thomas **EVENT: World U31 Championship** SYSTEM SUMMARY GENERAL APPROACH AND STYLE 1C 2+/1D 5+ or 4441 5th major 14-16 NT 2C GF or 21+/23 bal 2D 6M weak 2H Ekrens (both majors weak, promise 5H vulnerable) 2S weak 5 spades SPECIAL BIDS THAT MAY REQUIRE DEFENSE Transfers on 1C Gazilli Michaels cue bids Against 2D multi: X: one major 5th+ SPECIAL FORCING PASS SEQUENCES In some high competitives sequences After a punitive X or XX After a 2/1 sequence IMPORTANT NOTES **PSYCHICS:** rare

WBF CONVENTION CARD

OPEN ING	TI CK IF AR TI FI CI AL	MIN NO. OF CAR DS	NE G.D BL TH RU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1.0		2		2+ May have GF 5*+4M May have 5(6)*33(2)2 17/19	1 ★ transfer 4+ cards 1 ★ no 4M 1NT 44M 11- 2 ★ 5 ★ + 4 + ♥ (4)5-11 or GF with 6+ ◆ 2 ★ inv+ with 5 + ★ 2 ♥ / ★ 6+ inv 2NT bal GF could have 4M / 3NT 16/17 3 ♣ preemptive ♣	1♣ 1♦/♥ 1NT = 17/19- bal correct transfer= 11+/13 bal or 3 cards unbal	transfers after 1Red overcall transfers after X except XX
1♦		4		5+ or 4441 May have GF 5+4M never 17/19 bal	2 GF in %/ 2 5 4+4 (4)5-9 2 5 4+4 10/11 3 limit raise in 3 preemptive	1 • 2M 2NT relay min min max maxi 5/4 5/5	transfers after 1H overcall transfers after X
1♥		5		5+♥	semi-forcing 1NT / 2♠ 6+♠ inv 2/1 GF / 2NT 11/14 3+ 3♠ any 12/14 splinter / 3♠ mixed raised 3♥ preemptive 3♠ any splinter (weaker than 3♠) 3NT/4♠/4♠ void	gazzilli	2NT 4H GF cue bid 4H limit or 3H limit+ if CB>2NT reverse else
1♠		5		5+♠	same / 3♣ 6+♥ inv	gazzilli	same
1NT		2		14/16, may have 5M or 6m may have very bad 17	2 stayman transfer from 2 to 3 except 2NT 2NT puppet stayman 3 53 majors with frequently a 5332 hand GF 3M minors, shortness M	4 answers stayman, re-transfer after M transfer	Rubensohl, punitive X on landy
2♣	X	0		21+/23 bal or GF	2♦ relay	2H 24+ bal or natural GF (2S relay) 2NT 21+/23 bal, other = natural GF	Pass forcing, negative double
2•	X	0		6M weak	2NT relay GF, 3♣ inv+ in M, 3♦ nat F1, other=P/C		
2♥		4		Both majors weak, 5+H vul	2NT relay strong		
2 4		5		5 cards could be bal	2NT relay strong, other = transfer		
2NT		1		19/21- could have 5M	puppet/transfers 3NT 5♣/4♥ just to play game		
3X		6		Preemptive, 0-10 NV, 5-10 V	New suit natural and forcing (except 3 • on 3 ♣)		
3NT	X	0		good opening of 4M (4M + 1 top card) 1st/2nd seat Gambling minor 3rd/4th seat	4♣ ask in transfer 4♦ inv+ slam 4M to play if 3NT for a M 4/5♣ P/K else	CAB	
4X		7		preemptive		CAB	
4NT	X			RKBW in 1st, 2nd or 4th 65+m in 3rd	to play in minors, 5♥/♠ RKBW in C/D if 3rd		